



orses are by far the most popular form of transportation on Hârn for nobility. The elite mounted knight, so closely associated with feudal warfare and law, ensures their important status.

There exists a considerable variety of horses on Hârn, raised from indigenous species or from the main horse breeds of western Lythia. Some breeds are larger and heavier, making excellent warhorses, while others are lighter and faster, characteristics desirable in riding and hunting horses. Purebred examples do exist on the island, but most ostlers sell horses that have the desirable qualities of at least two different breeds.

BREEDS OF HORSES

There are three indigenous breeds of horse on the island of Hârn. Two have a common ancestry and existed on the island during the Age of Sindarin, and perhaps earlier. The third, the unicorn, is rare and found mainly in the Shava Forest.

Five major breeds exist on the continent of Lythia, each originating in the great horse trading nations of Quarphor, Ketarh, Reksyna, Hacherdad, and Diramoa. Most horses found on the island are a mix of the first four Lythian breeds – horses from distant Diramoa are not found on Hârn. The donkey, which originated on the central Lythian steppes, is also found throughout the island.

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HORSE 2

Kaldor

Kaldoric horses display qualities commonly found in *Lankum* and *Hacherdad* breeds. Painted (palomino) colorations are common, as are long flowing manes and tails. King Torastra rode a renowned charger with black forequarters, a long flowing mane, and an equally impressive white hindquarters and tail. In recent years, fast *Khanseti* bloodstock has been introduced, producing delicate riding horses with a graceful gait. Jedes is a renowned center of horse breeding. Ostler Iriel of Haskew from Jedes is the current guildmaster for eastern Hårn.

Melderyn

Horse breeding is an ancient art in Melderyn. The kingdom is renowned for its fast and agile chargers and coursers, bred from *Khanseti* and *Reksyni* bloodlines, and, it is said, a “touch of magic”. Some nobles prefer to keep purebreds in their stables, perhaps imitating King Chunel, who often rides a *Khanseti* “unicorn”. Stables in Jetust and Cundras are the most popular in the kingdom.

Chybisa

The Treasure Wars destroyed much of Chybisa’s horse stock, which was replaced from Melderyni stables. Horses raised on Chybisa’s rich pastureland are often taller than their Meldryni cousins.

Tharda

Thardic legions place great emphasis on pack horses for transport, mainly bred from *Chelni* and *Lankum* stock. High quality riding horses are less common, but Harmon Kainel of Ostenor breeds impressive warhorses of *Reksyni* and *Lankum* heritage. Kainel provides these to friends at reasonable prices, one reason he is a leading candidate for appointment as Warden of Coranan. Kainel’s ostler, Kirdis of Olure, is the current guildmaster for western Hårn.

Kanday

Kanday’s breeding stock originated in Melderyn, but *Reksyni* blood has been introduced into most herds over the past century. Kandian horses are now stronger and thicker than those commonly found in Melderyn. The *Order of the Checkered Shield* prefers dun warhorses to distinguish them from the dark gray and black warhorses ridden by knights of the *Order of the Copper Hook*. Dunir, Cuton, and Quivum are well known stables for quality horses.

Rethem

Reksyni destriers are prized by Rethemi nobility and Agrikan fighting orders. These beasts are 16-17 hands high and extremely ill tempered, often lashing out at each other in combat which can unhorse unwary riders. When handled by skilled riders *Reksyni* warhorses are fearless and extremely dangerous in mounted combat.

GLOSSARY

Charger: a large, war trained stallion. The most common warhorse found on Hårn.

Cob: a small, fat bodied horse with short legs, mostly used as a pack animal.

Colt: *male* horse younger than one year.

Courser: a large, fast, and agile horse trained for the hunt, and to mount light cavalry or horse archers.

Destrier: a very large, war trained stallion.

Dun: yellow-brown horse color.

Filly: *female* horse younger than one year.

Gelding: castrated male horse. Commonly done to riding and pack horses.

Gray: horse color from light to dark gray, sometimes with small black patches or spots.

Hand: measurement (hand-width or 4 inches) by which a horse is measured from its withers to the ground.

Jenny: the name given to the sterile offspring of a male horse and female donkey to differentiate it from a MULE.

Mare: female horse or pony.

Mule: the sterile offspring of a male donkey and female horse. They are less timid than most horses and less aggressive than donkeys.

Nag: broken or old horse of any type.

Painted/Palomino: horse with large patches of two colors, generally brown & white, or black & white.

Palfrey: a fine riding horse.

Pony: generic name for a horse that is under 13 hands when mature. Also used by laymen to refer to a young horse of this size.

Rouncy: a standard riding horse.

Sorrel: red-brown horse color.

Stallion: male horse, ungelded. All warhorses are stallions.

Sumpter: a small pack horse or pony.

Withers: the highest point of a horse’s back, at the base of the neck.

Yearling: an immature horse 1-2 years old. Yearlings cannot be ridden except by children.

Youngster: a horse 2-4 years old. Hard training is rarely begun until a horse is a youngster, and ideally not until near the end of this period.

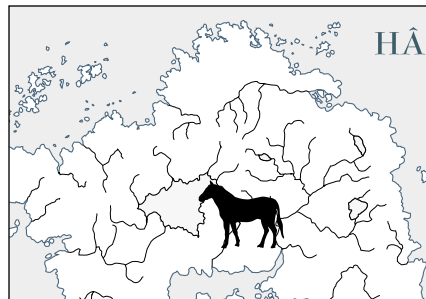
CHELNI *Hârnic Pony*

The Chelni horse, also known as the Chelni pony, is indigenous to Hârn. Only 13 hands and weighing 700 pounds, these diminutive steeds have been bred by the Chelni to carry their warriors swiftly over rugged country. The Chelni are fanatical about keeping the breed pure. No other horses are allowed near a Chelni mare. If a Chelni horse is sold or for some reason leaves a tribal range, it is never allowed to return.

Chelni horses are distinguished by a unique gait. Called the *hosk*, this is a running walk, attaining speeds up to 12 leagues per hour. A troop of horse in the *hosk* quickly falls into rhythm; enemies of the Chelni fear the four beat staccato that thunders towards them. The final charge at the gallop reaches up to 16 leagues per hour, a true shock attack.

The Chelni horse matures slowly and is not ridden seriously until it is four years old. It achieves its greatest strength from 8 to 18 years.

Not all Chelni horses are prized. Only the best are used by warriors. The Chelni also maintain herds for trade and utility animals. Although strong and fast, the Chelni horse is too small to be a warhorse for a mounted knight.



CHELNI

Habitat:	Woodland
Height:	4'-04" (13 hands)
Weight:	700 pounds
Diet:	Herbivore
Lifespan:	25-30 years
Group:	Herd 7-21 (wild)
Load:	216 Pounds
Price:	420d

ATTRIBUTES

27 STR	16 EYE	04 INT	16 END
10 STA	18 HRG	08 AUR	40 MOV
13 AGL	18 SML	10 WIL	

SKILLS

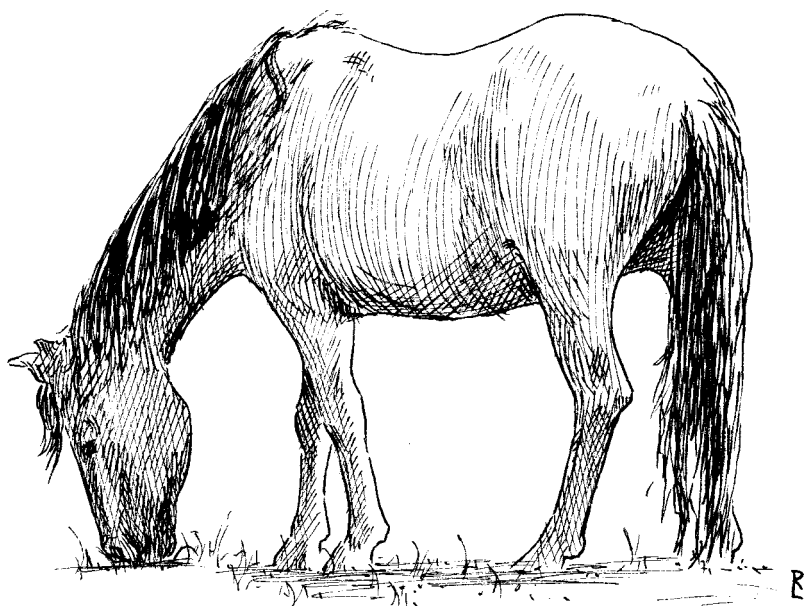
55 INITIATIVE	68 AWARENESS
65 DODGE	78 JUMPING
65 TRAMPLE 7B	56 STEALTH
48 BITE 2P	48 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

- 01-12 Head
- 13-20 Neck
- 21-30 •Fore Leg
- 31-60 •Flank (thorax)
- 61-75 Abdomen
- 76-90 •Quarter (hip)
- 91-98 •Hind Leg
- 99-00 Tail
- Odd = Left, Even = Right



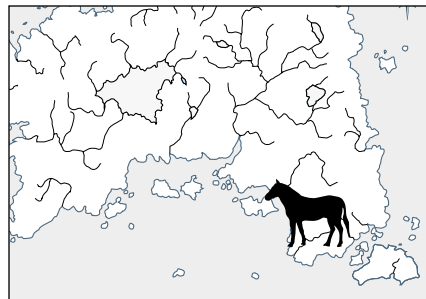
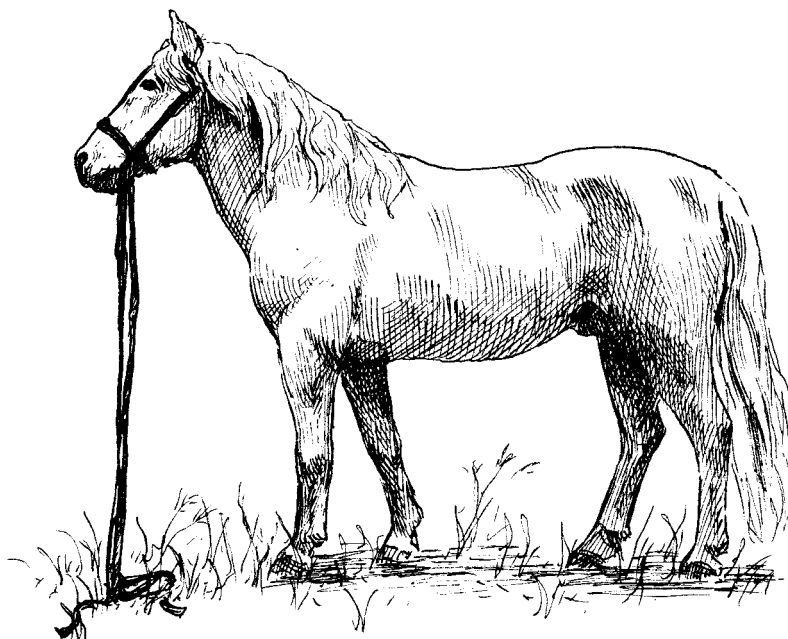
HORSE 4

HODIRI *Hârníc Horse*

The Hodiri horse is short and stocky, like the Chelni, but is taller than its cousin. It is faster and does not gallop with the unique hosk gait of the Chelni pony. At the canter or gallop the Hodiri horse maintains a level, steady gait which provides a stable seat for horse archery. Hodiri warriors are well feared for their horsebow skill.

Although fond of their horses, the Hodiri are not as fanatical about preserving bloodlines as the Chelni. Mare's milk is consumed and, in emergencies, the Hodiri slit a small vein of their horse and drain a little blood to drink. They have even been known to kill their mount to make a crude breastwork to fight behind. When a warrior dies, his horse is usually eaten by his family. A Hodiri saying is, "If I am killed, may my enemy follow me to the grave, and my horse dwell in the bellies of my clan."

Besides using them for war, the Hodiri are also fond of horse racing and other horse-based athletic contests. Horse theft is a great sport when practiced between tribes, although the Hodiri are rarely tolerant of outsiders caught stealing their mounts. The favorite mode of execution for horsetheft is to drag a captive behind a swift horse while others chase and attempt to spear the victim.



HODIRI

Habitat:	Woodland
Height:	4'-08" (14 hands)
Weight:	800 pounds
Diet:	Herbivore
Lifespan:	20-25 years
Group:	Herd 7-21 (wild)
Load:	224 Pounds
Price:	450d

ATTRIBUTES

28 STR	16 EYE	04 INT	17 END
11 STA	18 HRG	07 AUR	42 MOV
12 AGL	19 SML	11 WIL	

SKILLS

55 INITIATIVE	72 AWARENESS
60 DODGE	72 JUMPING
60 TRAMPLE 7B	56 STEALTH
48 BITE 2P	48 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

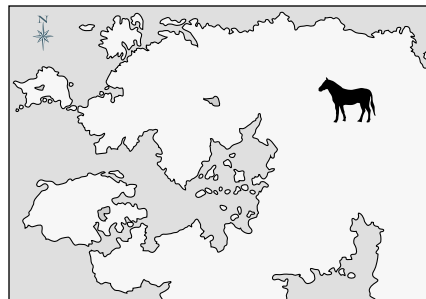
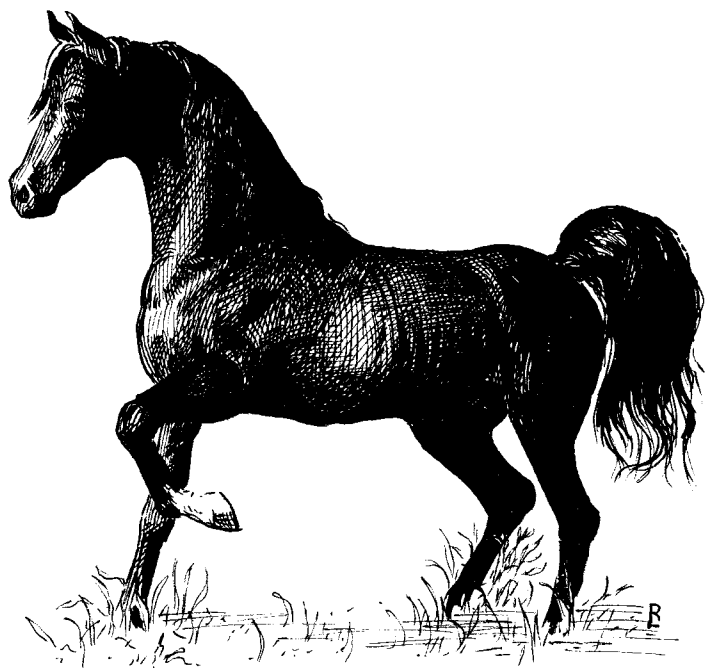
- 01-12 Head
- 13-20 Neck
- 21-30 •Fore Leg
- 31-60 •Flank (thorax)
- 61-75 Abdomen
- 76-90 •Quarter (hip)
- 91-98 •Hind Leg
- 99-00 Tail
- Odd = Left, Even = Right

KHANSET *Ketari Horse*

The Ketari are the world's finest light cavalry, with a command of mounted military tactics that brings fear to the stoutest heart. The Ketari steed is known as the *Khanset*, which means "King of Horses". The Khanset is a light boned, long legged steed with wide hooves to traverse softer ground. They average 15 hands and 1,000lbs, which makes them superb for light cavalry, although they cannot easily bear the weight of a heavily armoured warrior.

Khanseti are fearless and protective of their owners. This is a natural disposition that has been enhanced through breeding. Since their native range includes the vast Ketari desert they are well adapted to arid terrain and temperature extremes. They do not fair as well in temperate and moist climates. Purebred Khanseti are rare in Hârnic stables, but many ostlers use their bloodline to obtain highly desirable speed and loyalty traits.

Ketari tribesmen use the impressive speed of their horses to full effect. Highly mobile horsebow harass and panic enemy forces, and then light lancers overrun the inevitable rout. The horse fulfills all battle roles equally well. It is fearless in a charge, solid during close fighting, and its smooth gait allows for accurate bow shots to be taken even at a full gallop. Khanseti are mostly brown, sorrel, and occasionally solid black. Their tails and manes are nearly always black. Pure white Khanseti, known as "unicorns", are rare and much sought after.



KHANSET

Habitat:	Grassland
Height:	5'-00" (15 hands)
Weight:	1000 pounds
Diet:	Herbivore
Lifespan:	20-25 years
Group:	Herd 5-9 (wild)
Load:	240 Pounds
Price:	360d

ATTRIBUTES

30 STR	17 EYE	05 INT	17 END
09 STA	19 HRG	09 AUR	45 MOV
13 AGL	19 SML	12 WIL	

SKILLS

60 INITIATIVE	72 AWARENESS
65 DODGE	78 JUMPING
65 TRAMPLE 8B	60 STEALTH
52 BITE 3P	48 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-08	Head
09-21	Neck
22-31	•Fore Leg
32-60	•Flank (thorax)
61-75	Abdomen
76-88	•Quarter (hip)
89-98	•Hind Leg
99-00	Tail
• Odd = Left, Even = Right	

HORSE 6

LANKUM *Quarphor Horse*

Horses from the Quarphor region of Lythia are known as the Lankum due to the early development of the breed near the city of Lankorium. They are a lightly boned, but strong steed, popular as a palfrey or light charger. The Lankum is known for its excellent countenance. It is probably the most common riding horse in all of northwestern Lythia, including Hårn. The Lankum and Reksyni breeds are distantly related, but the Lankum is lighter and faster than its cousin.

These horses come in a wide variety of heights and body shapes. This is probably due to the early development of the breed which used a mixture of several now extinct breeds. The most distinctive feature of the Lankum is their coat. While "painted" horses do occur in other breeds it is most common with the Lankum. One out of every two foals has a painted hide, usually a shade of brown and white. Straight colored Lankum tend to be either of these colors and very occasionally dun.



LANKUM

Habitat:	Woodland
Height:	5'-00" (15 hands)
Weight:	1200 pounds
Diet:	Herbivore
Lifespan:	15-20 years
Group:	Herd 7-21 (wild)
Load:	256 Pounds
Price:	480d

ATTRIBUTES

32 STR	16 EYE	04 INT	18 END
10 STA	18 HRG	07 AUR	40 MOV
12 AGL	20 SML	11 WIL	

SKILLS

55 INITIATIVE	72 AWARENESS
60 DODGE	72 JUMPING
60 TRAMPLE 8B	56 STEALTH
48 BITE 3P	44 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-12 Head
13-20 Neck
21-30 •Fore Leg
31-60 •Flank (thorax)
61-75 Abdomen
76-90 •Quarter (hip)
91-98 •Hind Leg
99-00 Tail

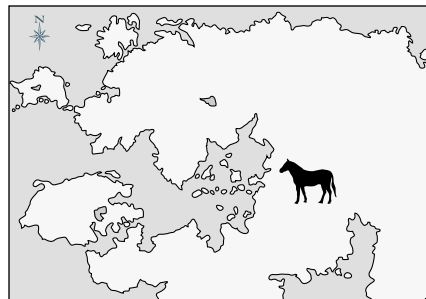
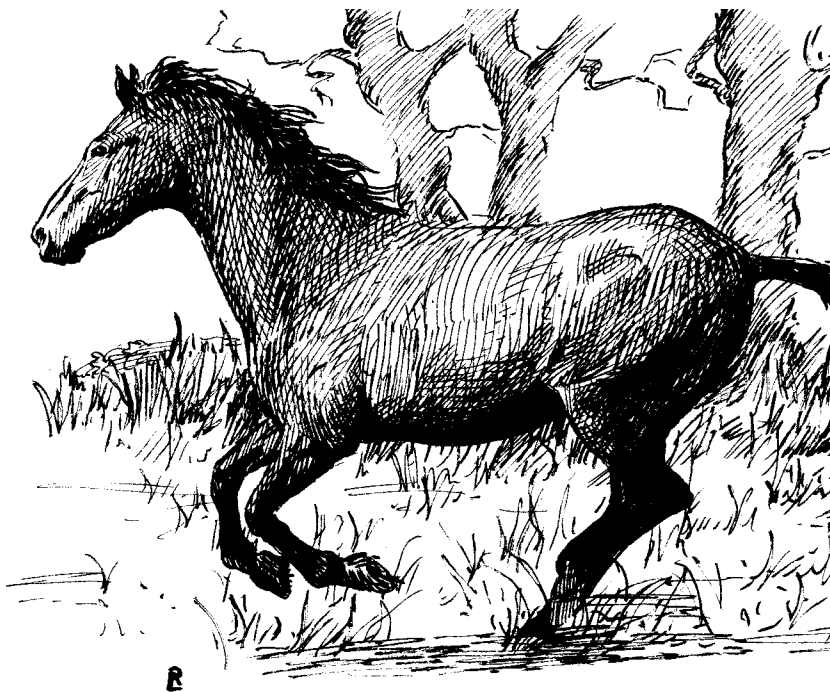
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HACHERDAD *Forest Horse*

The evergreen forests of Hacherdad are home to the forest horse. A relatively large animal, between 14 and 16 hands, this horse is distinguished by its long mane and tail, which possibly evolved to protect the animal from insects. If properly cared for the tail can grow until it touches the ground. Braiding of the mane and tail are popular. Tails are often tipped with metal to protect the hair from damage.

Prior to domestication the Hacherdad was a slimmer animal, but the breed has been thickened. Shorter specimens are the classic barrel chested cob, popular as a riding horse. They have uncanny hearing, even for a horse, and will usually pick up sounds before other horse breeds, most likely evolving from their dependence on sound in their natural setting. Hacherdads are highly prized by nobles as mounts for woodland and forest hunting.

In their wild state, Hacherdad herds are relatively small (four to eight mares per stallion) and the breed has a tendency to become quite agitated in large groups. They were once unsuitable as warhorses, being likely to panic in crowded battlefields. Careful breeding has mostly removed this undesirable trait, but it still crops up once in a while.



HACHERDAD

Habitat:	Woodland/Forest
Height:	5'-04" (16 hands)
Weight:	1,500 pounds
Diet:	Herbivore
Lifespan:	20-25 years
Group:	Herd 5-9 (wild)
Load:	288 Pounds
Price:	600d

ATTRIBUTES

36 STR	15 EYE	04 INT	19 END
11 STA	20 HRG	08 AUR	38 MOV
11 AGL	18 SML	10 WIL	

SKILLS

50 INITIATIVE	72 AWARENESS
55 DODGE	66 JUMPING
55 TRAMPLE 9B	56 STEALTH
44 BITE 4P	44 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-09	Head
10-22	Neck
23-32	•Fore Leg
33-60	•Flank (thorax)
61-74	Abdomen
75-87	•Quarter (hip)
88-97	•Hind Leg
98-00	Tail

• Odd = Left, Even = Right

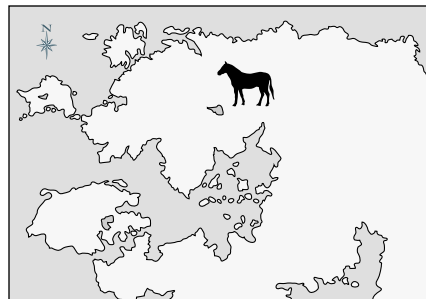
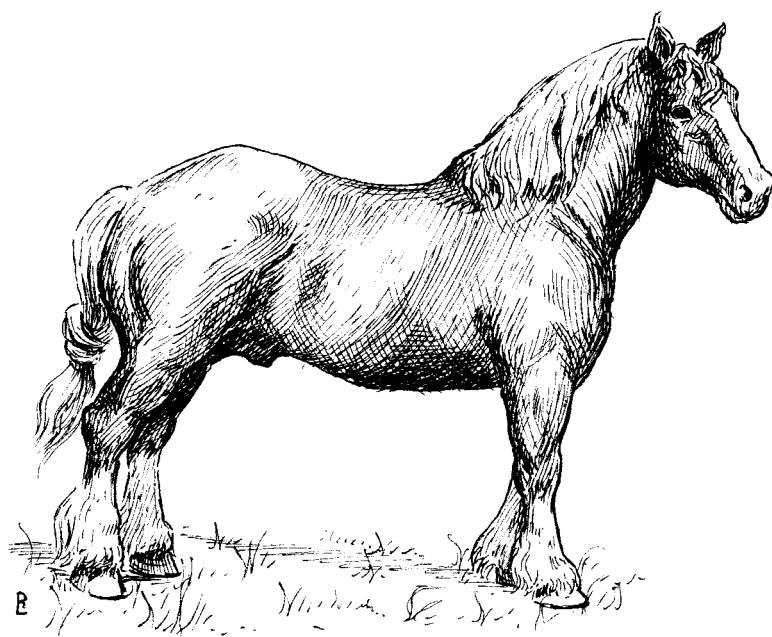
HORSE 8

REKSYNI *Plains Horse*

Reksyni are a large and sturdy breed instrumental in the near destruction of the Azeryani Empire. Known for their size, strength, and endurance, these horses are the fabled mounts of the Reksyni Cavalry. Fearless and loyal, many chargers and destriers now have strong Reksyni blood in them. More docile specimens have proven to be good plow and draft animals.

The Reksyni is a thick-bodied horse. It was smaller in the distant past, but has been selectively bred taller to carry heavily armoured warriors. They average 17 hands. Reksyni are slow and herd focused. Wild herds use their numbers and size to drive away and even trample predators. Their use as warhorses was a natural progression. Fearless in a charge, these animals will bite and kick ferociously in battle. Reksyni have been known to mortally wound another steed during combat and in tourney melees.

Reksyni are the most desired warhorses in Hårn, but they are expensive to buy, train, and feed. Black is the dominant color for the breed, but there are also grays, sorrels, and duns. Agrikans prize Reksyni with an uncommon red-orange hue.



REKSYNI

Habitat:	Grassland/Woodland
Height:	5'-08" (17 hands)
Weight:	1,800 pounds
Diet:	Herbivore
Lifespan:	15-20 years
Group:	Herd 5-9 (wild)
Load:	320 Pounds
Price:	800d

ATTRIBUTES

40 STR	16 EYE	05 INT	21 END
12 STA	17 HRG	08 AUR	36 MOV
11 AGL	20 SML	12 WIL	

SKILLS

60 INITIATIVE	72 AWARENESS
55 DODGE	66 JUMPING
55 TRAMPLE 10B	52 STEALTH
44 BITE 4P	44 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-10	Head
11-24	Neck
25-34	•Fore Leg
35-60	•Flank (thorax)
61-75	Abdomen
76-90	•Quarter (hip)
91-98	•Hind Leg
99-00	Tail

• Odd = Left, Even = Right

DONKEY *The Shepherd*

Donkeys originated in the steppes of central Lythia, but can now be found throughout the continent. They have a brownish grey coat with white abdomen. The mane is short and dark in color. At the end of the short tail is a tuft of longer and darker hair.

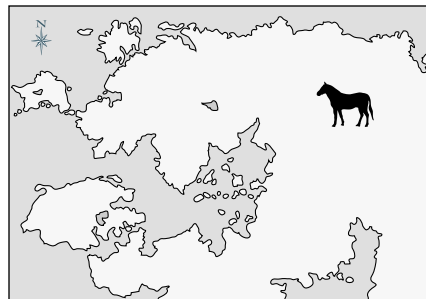
Wild donkey herds can be led by a male or an elderly female. If under attack, they will form a circle, heads inward, and kick backward to fight off predators.

Donkeys have been domesticated for thousands of years. They are sturdy animals capable of surviving for long periods of time with reduced food or water. Brave and clever, but stubborn, donkeys are highly resistant to disease and long-lived.

Donkeys are also used to protect sheep. Jennies (females) will stay with the flock and try to keep it from scattering while males patrol the perimeter and confront any threat.

Mule: the sterile offspring of a male donkey and female horse. They are less timid than most horses and less aggressive than donkeys. Although capable of carrying heavy loads, they tend to be slow and amazingly stubborn.

Jenny: the generic name for all female donkeys. It is also the name given to the sterile offspring of a male horse and female donkey to differentiate it from a mule.



DONKEY

Habitat:	Grassland
Height:	4'-04" (13 hands)
Weight:	600 pounds
Diet:	Herbivore
Lifespan:	25-35 years
Group:	Herd 7-21 (wild)
Load:	232 Pounds
Price:	420d

ATTRIBUTES

29 STR	16 EYE	06 INT	18 END
13 STA	20 HRG	08 AUR	40 MOV
12 AGL	18 SML	12 WIL	

SKILLS

60 INITIATIVE	72 AWARENESS
60 DODGE	72 JUMPING
60 TRAMPLE 7B	60 STEALTH
48 BITE 2P	48 SWIMMING

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-12	Head
13-20	Neck
21-30	•Fore Leg
31-60	•Flank (thorax)
61-75	Abdomen
76-90	•Quarter (hip)
91-98	•Hind Leg
99-00	Tail

• Odd = Left, Even = Right



HORSE 10

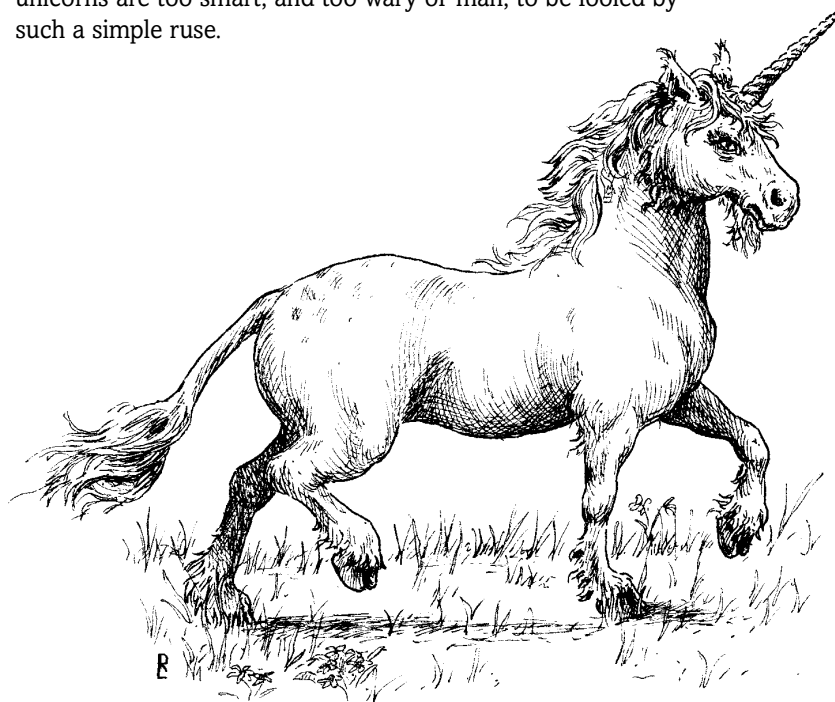
UNICORN *The Shava Horse*

A rare, one-horned equine, unicorns are mostly found in Eval, hence the name Shava Horse. There have also been sightings in Athul, Peran, Equeth, and Nuthela. Unicorns are solitary in nature and do not gather in herds, although a mare and her foals are sometimes seen together.

Similar to, but larger than, the Hodiri horse, unicorns have a goat-like beard, thick mane, and, of course, possess a fearsome horn. They are known to be aggressively territorial, fast, and intelligent, and their horn is easily capable of impaling a man, even a well-armoured man. Unicorns would be the perfect warhorse, except they are too small for heavy cavalry. Encouraged by tales of Unicorn Light Horse in the Sindarin army at the Battle of Sorrows, many have sought to capture and train unicorns with no success. They are extremely difficult to capture, almost impossible to break, but become completely docile if broken. Breeding a unicorn with a Reksyni warhorse is a recurring dream for the few ostlers who have seen the animal, but none have reported success.

There are many legends about unicorns. Some claim their riders receive visions of the future. Other stories say they are shapechangers who can transform into young maidens which may account for the many legends that unicorns can only be tamed by virgins. All tales say that unicorns were once more numerous, but have been mercilessly hunted for their horn. Cups made from unicorn horn are said to render all poisons harmless.

One part of the *Tale of Elderan* recounts his favored hunting technique for unicorns. These he would slay by standing in front of a tree, luring the beasts to charge, and then stepping aside at the last moment. The unicorns would embed their horn in the tree and could then be easily slain. Most unicorns are too smart, and too wary of man, to be fooled by such a simple ruse.



UNICORN

Habitat:	Forest Glades
Height:	5'-00" (15 hands)
Weight:	1300 pounds
Diet:	Herbivore
Lifespan:	60-80 years
Group:	One (1)
Load:	224 Pounds
Price:	£10 (2,400d) at least

ATTRIBUTES

28 STR	16 EYE	08 INT	16 END
09 STA	18 HRG	15 AUR	45 MOV
13 AGL	16 SML	14 WIL	

SKILLS

60 INITIATIVE	68 AWARENESS
65 DODGE	78 JUMPING
75 FYVRIA	56 STEALTH
65 HORN 8P	48 SWIMMING
65 TRAMPLE 9B	
48 BITE 3P	

ARMOUR

B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

01-09 Head
10-13 Horn
14-22 Neck
23-32 •Fore Leg
33-61 •Flank (thorax)
62-75 Abdomen
76-89 •Quarter (hip)
90-97 •Hind Leg
98-00 Tail

• Odd = Left, Even = Right